

CITY OF TEMPE
COMMUNITY SERVICES DEPARTMENT

SAND VOLLEYBALL LEAGUE
WINTER 2002

**Important
Dates:**

League play dates: **Jan 10th – Feb 21st**
Tournaments dates: **Feb 28th and March 7th**

**Organizational
Meeting**

Wednesday, December 5, 2001
7:00pm
Kiwanis Park Recreation Center
6111 S. All America Way-Tempe, AZ

Entry Fee:

\$150.00 - The entry fee pays for officials, gym supervisor, volleyballs and awards. **Checks, cash or Credit Cards will be accepted. Personal checks, company checks, cashier's checks, or money orders must be made payable to the CITY OF TEMPE.**

**League
Schedule:**

A) Three (3) eight-team divisions will be scheduled:

Co-Recreational

Competitive B: Low to moderate competition and low average to
6 Player average skill level.

Competitive C: Designed for individuals and teams of lower skill
level who desire light competition and recreational
fun. (Trophy Hunters and Sandbaggers are not
appreciated).

Competitive A: Moderate to high competition and average to high
4 Player average skill level.

B) All leagues will play a round-robin schedule

C) League schedules will be mailed not later than
December 28th, 2001

**Game Days
and Times:**

Games will be played on Thursday evenings at 6:30, 7:30, 8:30,
and 9:30 p.m. at the Kiwanis Park Sand Volleyball Courts, 6203 S.
All-America Way. League play will begin Thursday, Jan 11th, 2002

Rosters:	<p><u>Roster Eligibility</u>. Players must be 16 years of age to participate. Rosters (a maximum of 12 and a minimum of 6) <u>MUST</u> be <u>TURNED IN AT REGISTRATION</u>. After registration roster changes need to be made with the gym supervisor and the following rules will apply:</p> <ol style="list-style-type: none"> 1) Any player may be <u>deleted</u> from a roster. 2) Non-residents can be added if teams continue to remain above the 75% residency requirement. Non-residents may be added for those spots on the rosters already held by non-residents who are being deleted. <p>A player may play on ONLY ONE Indoor team in the City of Tempe. Managers are encouraged to fill all spots in their rosters as no changes will be allowed after the 5th week. All managers and the league supervisor may challenge the eligibility of any player. Protest on eligibility must be made by managers prior to the end of the game.</p>
Uniforms:	No uniform or matching shirts is required. (Shirts <u>must</u> be worn.)
Inclement weather:	Games canceled will be made up. In all cases unless specifically told that games are canceled, assume that they will be played.
Awards:	1st and 2nd place teams during league play will receive shirts or another award. (8 awards will be given per 8 player co-recreational team. 4 awards will be given per 4 player co-recreational team. Additional shirts may be purchased.)
Tied League Standing:	If 2, 3 or more teams are tied at the end of a round robin the team who has defeated the other (s) will take the higher position. In case of 3 or more teams who have split (A beat B, B beat C, C beat A, or A and B split 2 games). The winner will be determined by the team that has won the most games involving the matches of the 3 teams that are tied. If there is still a tie there will be a drawing.
Post-Season Tournament:	A single elimination tournament will be played at the conclusion of the round-robin schedule. The draw will be made according to the final league standings.
Insurance:	The City of Tempe does NOT carry insurance to cover individuals getting injured during City of Tempe play.
Registration	Registration will be accepted at the Kiwanis Recreation Center

Procedures: located at 6111 S. All America Way, Dec 10th – Dec 21st.

**Dec 10th – Dec 21st
(8am - 9pm)** **Registration procedures will be as follows:**
In-City Teams*, (those that have a minimum of 75% Tempe residents on their roster), that attended organizational meeting.

Registration will be on a “first come, first served” basis.

75% Tempe Residents

	<u>In City Teams - 75% Chart:</u>	
	Total Players	= # of Residents
<u>*In-City Teams</u> have 75% of their team's roster composed of residents of the City of Tempe. (Business addresses are NOT acceptable.) <u>No sponsorship requirements in this category.</u>	12	= 9
	11	= 8
	10	= 8
	9	= 7
	8	= 6
	7	= 5
	6	= 5
	5	= 4
	4	= 3

If spots remain, registration will be as follows:

Thursday Dec 13th (8 am - 9pm) Friday Dec 14th (8am-9pm) Saturday Dec 15th (8am-6pm) Sunday, Dec 16th (8am-9pm), Dec 17th – Dec 21st (8am-9pm)

Rosters and Registrations will be randomly checked and should any team be found entering under an incorrect classification, their team will be suspended from further league play and their entry fee will be forfeited.

*** NOTE: The Recreation Division reserves the right to screen all registered teams to insure appropriate ability levels. If found in an inappropriate ability level the team will be placed in the correct level if space is available. If the league is full the team will be wait listed and a refund will be issued.

RULES AND REGULATIONS

1. Rules – The U.S.V.B.A. Rules of Volleyball will govern all play with the exception of local rules.
2. Scoring:
 - a) Match — A total of three (3) games will be played each night and all 3 games will be counted in the standings.(** Exception: Tournament matches will consist of 2 out of 3 games to 15 unless time limitation rules are invoked - see below).
 - b) A game — A game shall be won by the team that has scored 15 points and is at least two (2) points ahead. A maximum of 17 points will be played in one game. If a game is tied at 16 all, the next point scored will decide the game. (This rule applies to U.S.V.B.A. regulation games ~~as well as games~~ decided by rally points as described below).
 - c) 1 point will be given for each game won.
 - d) A 50-minute time limit for U.S.V.B.A. regulation games will be in effect. If the third game is not completed by the end of 50 minutes, the teams will play rally points until one team reaches 15 points and/or is at least 2 points ahead. A maximum of 17 points will be played during a game.

Definition of Rally Points: Rally points are awarded on each service.

Teams need not have side out in order to score on a serve. If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally are:
If the serving team wins the rally, it scores a point and continues to serve.
If the receiving team wins the rally, it scores a point and gains the right to serve.

3. Forfeit Time: **Game time is forfeit time** — for 1st game in match.
10 minutes past game time – forfeit for 2nd game in match.
20 minutes past game time – forfeit for 3rd game in match.
The Field Supervisor's watch is **OFFICIAL**.

Two (2) "**No Show**" (forfeits) and a team will be dropped from the league and not allowed to register for the next league.
4. Number of Players: **A) Six Player Co-recreational**: Teams will consist of six (6) players. Games may be played with four (4) or (5) players. A minimum of four (4) players are required at the start and at the finish of a match. **B) Four Player Co-recreational**: Teams will consist of four (4) players. Games may be played with a minimum of three (3) players.
5. Composition of Teams: **A) Six Player Co-rec. teams must have at least two (2) men and two (2) women on the court at all times** (as long as two men and two women are on the court any combination of the remaining two players is permissible). **B) Four Player Co-rec. teams must have one (1) female on the court at all times.**
6. Player additions: Players may be added to the lineup as they arrive.

7. Playing the Ball: Each team is entitled to a maximum of three hits to return the ball to the opponents.
8. Competitive: At least one woman must hit the ball before returning the ball over the net in each series of volleys (with 2 or more hits) except when the ball is hit only one time on a side in all instances.
9. Change of Serve: The team ~~which~~ that receives the ball for service shall rotate one position clockwise before serving.
10. Spiking/Services: After the ball has been correctly hit, the service becomes a fault (unless there is a position fault) if the ball: touches the antenna or other external object. The ball may touch the net while crossing it.
11. Competitive B & C: Men and women are permitted to spike the ball. Players may serve using either an underhand or overhand method.
12. Line-up: The serving order and positions on the court at service shall be an alternation of male and female or vice-versa.
13. Rotation: 2 options for rotation. Prior to the beginning of the match teams must state option that will be used and continue it throughout the conclusion of the match.
 - a) unlimited substitution (going in for the SAME person).
 - b) add rotating players into a single predetermined position on the court. (i.e., 7 person team rotations).
14. Attack Line: When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.
15. Coin Toss: The referee shall conduct a coin toss with the captains of the teams to determine the choice of serve or playing areas. Teams shall change playing areas at the end of each game of the same match.
16. Rest Period: Between games of a match—shall be two (2) minutes.
17. Time Outs: Time out shall not exceed 30 seconds. A team is allowed one time out each game without penalty. Each time out in excess of one taken by or charged to a team shall be penalized by side-out or one point awarded depending on which team has possession of the ball.
18. Conduct:
 - a) Unsportsmanlike—When an opponent is about to play or in the act of playing the ball, players shall not stamp their feet or shout at him.
 - b) Derogatory Remarks and Acts—The referee shall have the power to warn and/or eject a player, substitute, coach or manager who commits, in the referee's opinion, any of the following gross violations of sportsmanship:

- 1) persistently addresses the officials in regard to decisions;
 - 2) makes derogatory remarks about or to the officials;
 - 3) commits acts derogatory to the officials or tending to influence their decisions, or to deceive them;
 - 4) make personal and derogatory remarks about or to opponents.
- c) Delaying the Game—A player, substitute, coach or manager shall not commit any act which, in the opinion of the referee, tends to slow down the game unnecessarily. When the referee indicates readiness to play by blowing his/her whistle, the server shall not delay but shall then immediately initiate the serve.
- d) Communication—All communications between the official and teams must come through the team captain.
19. Alcoholic Beverages: No alcoholic beverages or glass bottles will be allowed in or around the volleyball area.
20. Ejected Player: Any player ejected from a game will automatically be suspended for his team's NEXT GAME or his next two games or longer depending on the violation. The Gym Supervisor and Sports Coordinator will determine the suspension time. The coach will be notified in writing the grounds for suspension and suspension time. A suspended player who plays a game(s) during his suspension time shall cause his team to forfeit those games. Any player who is ejected for the second time in a season will be ineligible to participate for the remainder of the season.
21. Protests: Protests will be taken care of at the time that they happen. The Referee and Gym Supervisor will attempt to solve the situation. Only rule interpretation will be justifiable for protest and not a referee's decision on a call. If a team protests it must be made by the team captain or manager before the next serve. In case the protest is not decided at the time, the team making the protest must write it up in proper form (according to U.S.V.B.A. rules) and submit it to the League Director by 5:00 p.m. of the next working day. A \$20.00 protest fee must accompany the protest. A Protest Committee made up of the Recreation Sports Coordinator, Supervisor and League Director will review the protest and refund the \$20.00 ONLY IF IT IS UPHOLD. This includes protest against a team using an ineligible player.
22. Evaluations: Please send in writing any recommendation and/or suggestions to:

Volleyball
c/o Jerry Judkins
6111 S. All America Way
Tempe, AZ 85283

FOR FURTHER INFORMATION ON RULES OF LEAGUE PLAY, PLEASE CONTACT JERRY JUDKINS AT 350-5788.

ORGANIZATIONAL MEETING PACKET

WINTER -2002

SAND VOLLEYBALL REGISTRATION FORM

(Please Print)

TEAM NAME _____

FORMER TEAM NAME _____

MANAGER _____

ADDRESS _____ CITY _____ ZIP _____

HOME PHONE () _____ WORK PHONE () _____ EMAIL ADDRESS _____

LEAGUE CLASSIFICATION YOU WANT TO ENTER (Circle One)

6 PLAYER CO-REC

Competitive "C"

Competitive "B"

TEAMS WITH PREVIOUS TEMPE EXPERIENCE-ANSWER THE FOLLOWING:

Previous Record

SUMMER 2001 League _____ Record _____

FALL 2001 League _____ Record _____

If you are requesting a change in league classification, why? _____

OTHER TEAMS—PLEASE ANSWER THE FOLLOWING: _____

What City, classification and record did your team last play? _____

NEWLY ORGANIZED TEAMS PLEASE CHECK HERE _____ WHY HAVE YOU REQUESTED THE CLASSIFICATION ABOVE? _____

Do Not Write Below This Line

ENTRY FEE _____ PAID BY _____

RETURNED TO _____

ORGANIZATIONAL MEETING PACKET

WINTER -2002

SAND VOLLEYBALL ROSTER

(Please Print - Use Black Ink)

(Maximum of 12)

TEAM NAME _____

	Player	Address	City/Zip	Phone	Email Address
1.	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____
10.	_____	_____	_____	_____	_____
11.	_____	_____	_____	_____	_____
12.	_____	_____	_____	_____	_____

ROSTER IS DUE WHEN FEE IS PAID — NO EXCEPTIONS

I understand that once I register I cannot receive a refund unless the league is canceled.

Rosters will be checked and should any team be found falsifying their roster, their team will be suspended from further league play and their entry fee will be forfeited.

Rosters must be filled out completely with the address and phone numbers of each player.

Rosters that do not contain complete address and phone numbers of players will not be considered for league entry.

As the representative of my team, I have read and agree to all the rules and regulations of the Tempe Volleyball League and verify to the best of my knowledge all information given on this form to be true and accurate.

Managers are responsible for copying rosters prior to registration. WE WILL NOT MAKE COPIES FOR YOU.

MANAGER'S SIGNATURE _____ DATE _____